

ELECTRONIC ENTERTAINMENT DEVICE

Abstract of the Disclosure

An entertainment device receives broadcast or recorded audio signals from an original source and secondary audio signals from a secondary audio source such as one or more microphones or music from a connected auxiliary component. Controls on the entertainment device allow the volume levels of the original audio signals and the secondary audio signals to be selectively adjusted. The original audio signals and secondary audio signals are mixed at the adjusted volume levels and output for recording onto a recording medium, such as a VHS tape, CD, DVD or cassette tape. The mixed original audio signals and secondary audio signals may be combined with video signals from the original source for recording and/or output to a T.V. monitor and speakers. The device can be used for playing a game, for amusement and entertainment, wherein each player may assume a character role and interject dialogue or add sound effects.